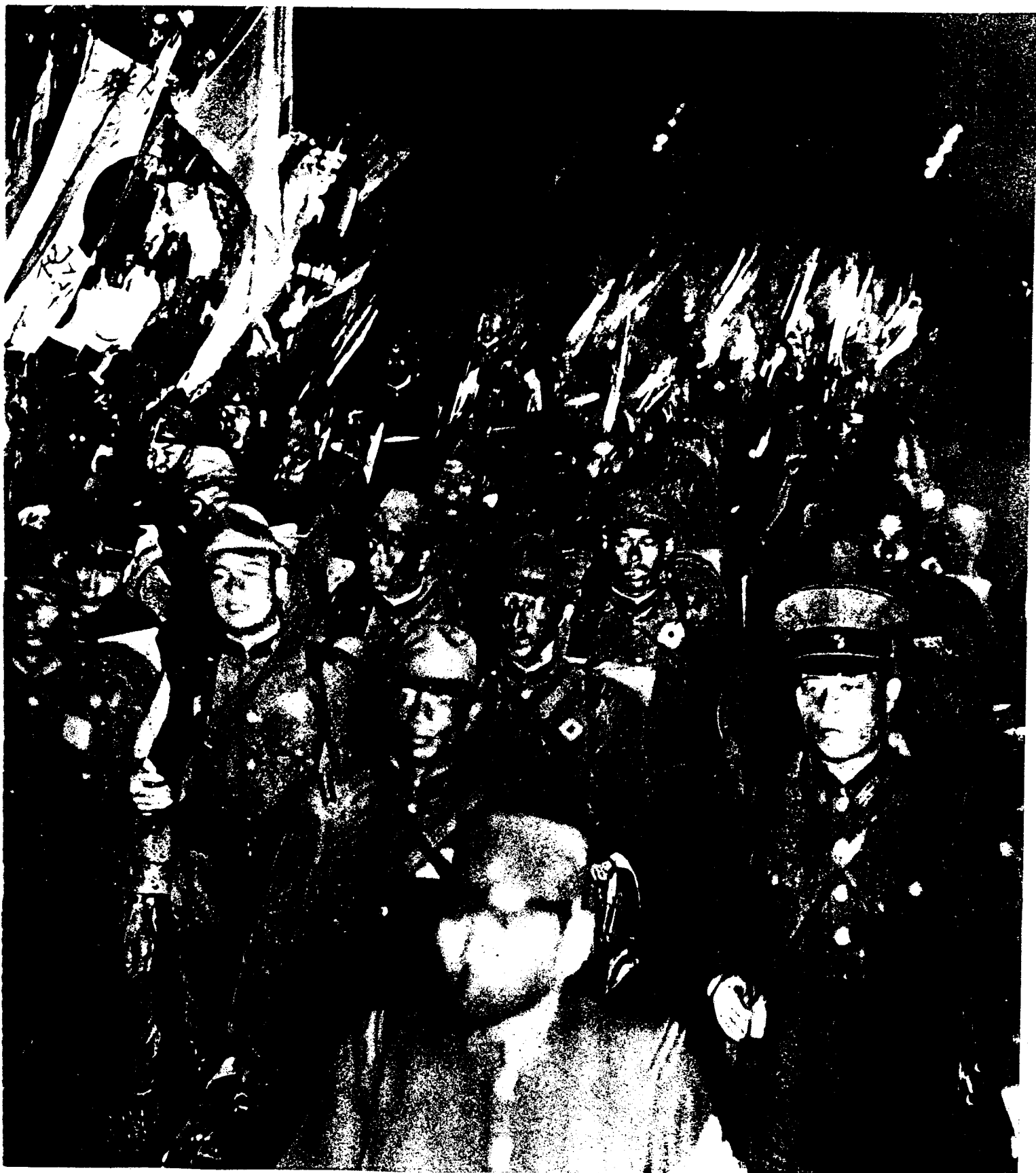


“CROSSFIRE”

Newsletter of the Army Group South ASL Club

AUGUST 1996



Off Board Observers Report



We must begin with an apology for our lax status at not producing our club news letter last month. Unfortunately, as always, work and other commitments took precedence and we failed to find the time .

This has not stopped the card board wars continuing, many games have been won and lost. We welcome Mick Jones back to our ranks and we are very pleased that he managed to inflict Jamie's second loss from a total of eleven played.

Jamie Westlake has been very kind in taking the time to write up a review of his game, "White Tigers" with Dave Bardi. As promised it proved to be a nail biter with Dave just failing to capture the last victory location. In the future Steve Banham will be writing a series of articles detailing the action in his game of the last bid with Andrew Rodgers. Dave Bardi will also write an article on his Russian AFV tactics. Also a series of player profiles on what to expect when facing "grogards" like the Westlake. We also encourage any body to submit anything for inclusion in our newsletter. Please ring or send your articles to our honorable secretaries Dave Bardi and Steve Banham. Send to:

Dave Bardi
10 Sundown Walk
Frankston 3199
Ph: 059713851

Steve Banham
1 Impressa Close
Langwarrin 3910
Ph: 0397759301

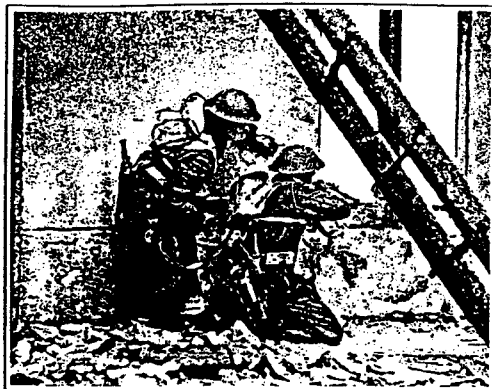
For anyone who has not seen it the 1996 ASL annual has been released, included are some 14 scenarios, excellent articles and scenario synopsis all for the outrageous price of around forty dollars. What a bargain. The new critical hit magazine has also been released. That means lots of scenarios to spend your weekends playing.

There will no doubt be a large contingent going to Canberra to see if we can retain our trophy. It may be worth while to start considering a group booking for the ultimate in ASL in Australian ASL competition. If you are going let us know and we will start organizing the trip.

Attached is a copy of two scenarios designed by Andrew and Jamie which appeared in "Rate of Fire", the newsletter of the Paddington Bears. Have a go playing them, they are quite good.

Our next monthly congregation will be the 6th of October try to set this date aside. Hope to see you there.

Jacta sunt alea (the dice are thrown), SB & DB.



“BLED” - WHITE TIGERS ASL SCEN A47 by Jamie Westlake

Ghurka: J Westlake

Japanese: D Bardi

Introduction

Along with Cold Crocs, White Tigers has always appealed as a must play scenario. As luck would have it, since the introduction of the area rating system Dave and I had gone undefeated so our recent playing of this gem turned out to be a clash for top spot. I have a good deal of respect for Dave as an opponent- he is particularly adept at the use of armour and can usually be relied upon to do the unexpected. Side's were determined randomly with myself donning the dreaded Ghurka uniform for what turned out to be a nail biting finale (readers are recommended to set up the maps and overlays to obtain a full appreciation of the following account).

Ghurka Set up

The first item of note in determining defensive strategy is the flooded status of the stream. The effects of this is that the Japanese may cross at only three points - the 22k2 bridge and the fords at 22r7 and 37om6. Crossing at the fords when the streams are flooded is particularly perilous costing 4mf plus cx status and being at level 0 not the level -1 of the stream. The inherent terrain everywhere (dense jungle and all single hex buildings on board 22 being rubble) should make it particularly difficult for the Japanese to set up killer fire bases to over watch his Banzai-ing maniacs. It is suggested using rubble counters to cover all single hex buildings- lest we forget (GI counters can supplement the ASL counter mix nicely here). A quick count of the victory buildings here reveals 7 north of the stream and 8 south. As the Japanese must control 10 to win I'll give the 7 north of the river. Jap's are almost impossible to slow down so there is little point setting up any boys north of the stream to die. Some dummies go in 22N8 and 22O9, the rest (safe) south of the stream.

Whenever setting up first I always set up SW first. I like the two HMG each manned by 248's plus the 9-2 in 22O4 bore sighted on the bridge. Nothing like 12(-4) with 3rof to flip yellow cardboard. The added advantage of this position is the LOS to ford 22R7 without losing bore sighting of the bridge by having to move. I also like the MMG in 22T6 (bore sight the ford) and an MMG and 9-1 in the temple 37OQ8 to bore sight the ford 37OM6. Next I like the LMG's in 37Q4, 37N10 and 22O1 - the first two for fire lanes straight down the bridge/ ford and the one at 22O1 for a fire lane in hexes 22N1,L1,J1 (note no LOS to M1,K1,I1 due to dense jungle). Next I like the one mortar in

22Q3 (bore sight 22N6) with nice LOS to air burst terrain in 22N6, 22M6, 37OH0 and 37O06. I like the other mortar in 37R6 with air burst targets in 37OM7(bore sight), 37OO4, 37OO6. The placement of the ATG's are crucial (oh only if there were three), but in the end I like 22P5 (bore sight 22K2 bridge) with LOS to not only the bridge but also 22Q8/R7 but also 22P2. The other spot I like is 37Q9 (bore sight ford 37OM6) with LOS to the ford and the road hexes 22Q2,R1,S2 and also 37P5 (make sure overlay X6 is suitably rotated during set up to allow this LOS). The bulk of the remaining infantry is then set up in building/woods clustered around 22O2 able to reach towards either ford if necessary. The plan is to cause them as much pain as possible as the Jap's try to cross river. Being no break guys I've no doubt they'll eventually get across. Once they do its delay, delay, delay - count the turns, rout units in the way, sit SMC's and half squads in the way to block rapid movement. Buildings 22M2 and O3 wont hold long once he is across so I will try to fall back to meet with Llama and the boys to hold the vital third building south of the stream at 22T6 and/or 22U3. HERE THEY COME!!!!

Turn 1

Straight away in the rally phase the rain intensifies, the game opens up pretty much as expected with Dave moving up the road to assemble most units around 22E2 . A couple of squads go down the east edge to gobble up victory buildings. Surprise! Surprise! - nobody comes down the 37A5 path. Ghurkha's hold fire - some measly shots through 20OG4 don't justify losing concealment. A nice touch by Dave during my turn was to concentrate his mortars and gain acquisition on 22O1. Despite no hits against my 458 and LMG I decide to advance to 22O2 so I wont suffer any 2rof's in -1 terrain.

Turn 2

Sensing blood Dave rushes one of the Chi-ha's down the road with hopes of overrunning 22O2. It crosses the ATG bore sighted bridge with a 40mm shell bouncing harmlessly (not even ROF) and proceeds to overrun 22O2 with no effect. The surviving Ghurka squad then non CC reaction fires with the LMG (ass shot) and immobilises the beast with a kill of 5. The crew survives the task check so were stuck in CC. With the ATG ROF expended Dave rushes another Chi - ha over the bridge and goes into bypass into 22M2 denying the two 458's the ability to fire outside the hex. With nothing to lose, one of them passes its pre AFV task check and then proceeds to flame the beast with eyes. Given the auto ambush inherent to CC vs a bypassing vehicle the squad doesn't even lose concealment for its effort. The resulting smoke in my hex may be a bit of a worry though. With three mobile AFV's left, Dave congregates his remaining force around 22J2. A few squads are rushed over the bridge and are cut down by the withering fire (some smug remark is made about bodies floating down the river). In Dave's advancing fire phase though disaster strikes. A fire group assembled around 22K5,L5 of 12FP at +4 (rain +1, CX +1 and +2 building) fires on my anchor and the DR is a four (modified 8 on the IFT) for a 1mc; 9-2 pins, 248 rolls 12 (dead) the other rolls 2 (goes berserk), no more HMG's bore sighted on the bridge. In fact, in this phase Dave's shooting is impeccable rolling no less than four "4's" however he pays dearly for it. Each four generates a sniper which

results in four out of seven Jap leaders being dead on turn 2. The impact of this will be felt heavily with reduced Banzai opportunities (requiring an SMC) and slow movement due to mud. In CC the immobilized Chi - ha survived round 2 of CC after being immobilized by the LMG in 20O1 two more times.

Turn 3

On turn 3 I'd advanced a squad to 22L1 as a sacrifice to block Jap's banzai's pouring over the bridge. In Dave's prep fire he critical hits them with a mortar which converts a 2 +1 into a 12 -1. The resultant half squad is then cleaned up by other prep firers and the coast is clear. (I have some difficulty justifying a CH in mud, imagine being killed by speeding mud). First up a DC hero is created who then charges straight over the bridge surviving firepower with negative modifiers the likes of which I have never seen, making it all the way to 22O1 where he detonates against a 458 and LMG. The surviving HS survives the K4 unbroken having laid a fire lane down J2 to M1. Chi-ha no 3 then enters the bridge with a rider squad on deck and is promptly destroyed by the 40L ATG in 22P5 (which retains ROF). Crew survival roll is failed - more bodies float down the river. Chi - ha no 4 then tries the same maneuver but just prior to entering the bridge Dave spins the turret to remove the riders (the riders flip for failing their MC) this tank is then destroyed on the bridge with my ROF still intact. Dave's last tank decides to wait as it now costs 9 movement points to enter the bridge due to the two wrecks. Despite the demise of the AFV's the Jap infantry is across in reasonable strength as the DC hero managed to draw the bulk of the available Ghurka fire, many flip but they just keep coming. The immobilized Chi-ha finally succumbs as the 9-2 joins in the melee to finish him off. In other developments, approx 5 Jap squads approach the 212R7 ford and a pile of what look like dummies enter 37A5 on route to 37OM6.

Turn 4

The Jap's surge forward, in the bridge area occupying buildings 22M2, 22O3 and woods hex 22O1. At the 22R7 ford, despite horrific casualties they manage to end up with a squad adjacent to the HS and MMG in 22T6. On board 37 dummies approach the ford the Ghurka defenses have been stripped to the bone in this area to help defend the bridge. In the advance phase Jap squads advance into hand to hand CC with HS in 22T6 and the ATG crew in 22P5 and are promptly killed despite 2-1 odds. In each case the Ghurkas survive. This CC heroics inspires the Ghurkas who virtually wipe out the 22R7 bridgehead with prep fire. A limited counter attack towards 22O1 and 22P1 bottles up the Jap's around buildings 22M2 and O3. What was beginning to look bleak for the Ghurkas at the beginning of CC in the Jap turn is now looking not too bad.

Turn 5 & 6

The last Chi-ha bites the bullet and enters the bridge location at a cost of 9MP where it gets walloped by the ATG. Now without armour the Jap's grind through the mud towards the final victory building either 22U3 or 22T6. They assemble at rubble 22S3,S4 and R4

just as Llama and the boys arrive 22U3,U4. (Llama was wounded but survived his first LOS to the Jap's). At this point, building U3 is safe but 22T6 is vulnerable being difficult to re-enforce with the Jap's mmg's and 10-1 based in 22S4.

The end game

Over the previous few turns, each side fought to control building 22T6. The Ghurkhas also had to be careful not to allow any infiltration by the Japanese towards buildings 22W8 and Z2. There was thrust and parry as several Ghurka counter attacks toward buildings 22M2 and O3 failed by a hairs breadth. In one, building 22M2 was occupied by a broken Jap HS. In N2 a Ghurka HS failed to enter M2 due to the flaming Jap wreck, the smoke causing 1 movement factor extra to enter (1/2 a MF short). In the end it all boiled down to control of building 22T6. During the Jap movement phase of turn 10, 2 squads entered 22T6 adjacent to a Ghurka 338 HS in U6. Defensive fire attacks cause one squad to pin and the other to go berserk. This is disastrous for Dave meaning neither can advance into U6 and conduct CC versus the 338 for control of the building. In desperation Jap's lunge from everywhere across the street to get at U6 but are cut down by the 10-2, Llama and squads in 22W8,U4 and U3. In the final player turn 1 berserk and one good order Jap squad are adjacent to the 338 HS in U6. If the Jap's can manage to break the 338 and force it to rout the building will revert to Japanese control possibly then winning the game. In Ghurka prep fire the Jap berserk squad fails a MC causing casualty reduction rather than a normal flip meaning it can now only fire its inherent or the LMG its is carrying. Because it is berserk it cannot fire group with the other squad. In the end this becomes the deciding factor with the Jap's being unable to break the 338.

Summary

This scenario is challenging for both sides and in our playing came down too control of one location and a single morale check in the last fire phase. What more could you ask for? Both sides had some incredibly good and bad luck, but on balance, the law of averages shone through. There is something about non breaking attackers having to force a hotly defended bridge. In all, this was one of the most exciting scenarios we've played with probably the highest casualty rates on both sides we've seen. Great Fun, try it!



The Victors and the Vanquished of July/August 1996

Players(Axis/Allies)	Scenario	Victor
Dave Bardi/Jamie Westlake	White Tigers	Jamie
J. Westlake/G. Burnie	Forest of the North	Greg
Mark Walters/Dave Bardi	First and Goal	Dave
A Rodgers/S. Banham	Marechal's Mill	Steve
Steve Banham/Bruce Probst	Abandon Ship	Steve
Rob Morreson/John Sawyer	Confusion Reigns	Rob
John Sawyer/Bruce Probst	Gavin's Gamble	John
D. Webster/J. Westlake	Test of Nerves	Jamie
D. Webster/J. Westlake	Encounter at Cornimont	Jamie
J. Westlake/S. Banham	Opening Blow	Jamie
Dave Bardi/Darryn Webster	Khamsin	Dave
John Sawyer/Ian Bouch	Shlokov's Labour Lost	Ian
Jamie Westlake/Mick Jones	Curtain Call	Mick
Mark Walters/Dave Bardi	Test of Nerves	Dave
John Sawyer/Mark Walters	Gavin Take	Mark
Dave Bardi/Ian Bouch	Long Road	Ian
Steve Banham/Dave Bardi	Prokhorovka Melee	Steve
J. Westlake/D. Webster	Operation Nordwind	Jamie
Dave Bardi/Jamie Westlake	Faugh A' Ballagh	Jamie



ARMY GROUP SOUTH AREA RATINGS

RNK	NAME	GAMES	OPP	RATING	WINS	LOSSES	PLAYED
1	Jamie Westlake	B	C	1759	9	2	RT,AR,IB,DBx2,GB,SB,DWx3,MJ
2	Ian Bouch	A	C	1738	5	2	MW,PS,DBx2,SB,JW,JS
3	Steve Banham	A	B	1654	4	2	IB,DW,AR,BP,JW,DB
4	Greg Burnie	A	B	1612	2	1	BP,JF,JW
5	Mick Jones	A	A	1605	1	0	JW
6	Robert Morieson	A	A	1570	1	0	JS
7	Dave Bardi	B	C	1537	7	4	AR,IBx2,MWx3,JS,SB,JWx2,DW
8	David Shannon	A		1500	0	0	
9	Tim Reid	A		1500	0	0	
10	Phil Sommerville	A	A	1437	0	1	IB
11	Bruce Probst	A	A	1430	1	2	GB,SB,JS
12	Ron Trainer	A	A	1430	0	1	JW
13	Jeff Fawkes	A	A	1423	0	1	GB
14	Mark Walters	A	B	1409	1	4	DBx3,IB,JS
15	Andrew Rodgers	A	B	1367	0	3	JW,DB,SB
16	John Sawyer	A	B	1345	1	4	DB,BP,RM,IB,MW
17	Darryn Webster	A	B	1318	0	5	SB,DB,JWx3

